

the at least one processor programmed to:

- (a) cause the exterior video display to display at least one of the primary game functional images, and
- (b) after an occurrence of the triggering event, cause the interior video display to display at least one of the secondary game functional images.

**21.** The gaming device of claim 20, wherein the triggering event can occur in the primary game.

**22.** The gaming device of claim 20, wherein the plurality of functional images displayed by the exterior video display and the interior video display are different.

**23.** The gaming device of claim 20, wherein the plurality of functional images displayed by the exterior video display and the interior video display are at least partially the same.

**24.** The gaming device of claim 20, wherein the plurality of functional images include a plurality of reels.

**25.** The gaming device of claim 20, wherein the plurality of functional images include a plurality of reels and a plurality of symbols on the reels.

**26.** The gaming device of claim 20, wherein the entire exterior video display is see-through.

**27.** The gaming device of claim 20, wherein the exterior video display is selected from the group consisting of: a transparent video display; a translucent video display; a video display having a transparent state; and a video display having a translucent state.

**28.** A gaming device operable under control of at least one processor, said gaming device comprising:

at least one primary game operable upon a wager by a player, said primary game including a plurality of displayable primary game functional images;

at least one secondary game operable after a triggering event, said secondary game including a plurality of displayable secondary game functional images;

a housing;

an at least partially see-through exterior video display controlled by the at least one processor; and

an interior video display controlled by the at least one processor, said interior video display:

- (i) spaced apart from the exterior video display, and
- (ii) aligned with the exterior video display such that a plurality of lines of sight extend through said see-through part of the exterior video display and the interior video display,

the at least one processor programmed to:

- (a) cause the interior video display to display at least one of the primary game functional images, and
- (b) after an occurrence of the triggering event, cause the exterior video display to display at least one of the secondary game functional images.

**29.** The gaming device of claim 28, wherein the triggering event can occur in the primary game.

**30.** The gaming device of claim 28, wherein the plurality of functional images displayed by the exterior video display and the interior video display are different.

**31.** The gaming device of claim 28, wherein the plurality of functional images displayed by the exterior video display and the interior video display are at least partially the same.

**32.** The gaming device of claim 28, wherein the plurality of functional images include a plurality of reels.

**33.** The gaming device of claim 28, wherein the plurality of functional images include a plurality of reels and a plurality of symbols on the reels.

**34.** The gaming device of claim 28, wherein the entire exterior video display is see-through.

**35.** The gaming device of claim 28, wherein the exterior video display is selected from the group consisting of: a transparent video display; a translucent video display; a video display having a transparent state; and a video display having a translucent state.

**36.** A gaming device operable under control of at least one processor, said gaming device comprising:

at least one primary game operable upon a wager by a player, said primary game including a plurality of displayable primary game functional images;

a housing;

an at least partially see-through exterior video display supported by the housing and controlled by the at least one processor; and

an interior video display supported by the housing and controlled by the at least one processor, said interior video display:

- (i) spaced apart from the exterior video display, and
- (ii) aligned with the exterior video display such that a plurality of lines of sight extend through said see-through part of the exterior video display and the interior video display,

the at least one processor programmed to cause one of the exterior video display and interior video display to display at least one of the primary game functional images, and the other of the exterior video display and interior video display to simultaneously display information regarding the primary game or primary game functional images.

**37.** The gaming device of claim 36, wherein the information includes a payable for the primary game.

**38.** The gaming device of claim 36, wherein the plurality of primary game functional images include a plurality of reels.

**39.** The gaming device of claim 38, wherein the information includes a payable for the reels.

**40.** The gaming device of claim 36, wherein the plurality of primary game functional images include a plurality of reels and a plurality of symbols on the reels.

**41.** The gaming device of claim 40, wherein the information includes a payable for the symbols.

**42.** The gaming device of claim 36, wherein the entire exterior video display is see-through.

**43.** The gaming device of claim 36, wherein the exterior video display is selected from the group consisting of: a transparent video display; a translucent video display; a video display having a transparent state; and a video display having a translucent state.

**44.** A gaming device operable under control of at least one processor, said gaming device comprising:

a game controlled by the at least one processor and operable upon a wager;